The Effects of Gaming and Video on

Preschool Literacy

1 Ready to Learn Initiative

1.1 Funded by the United States Department of Education.

1.2 It's designed to help improve literacy in students aged 2 to 8 using a variety of media tools and curriculum resources.

2 Summative Evaluation of the Ready to Learn Initiative

2.1 Focused on economically disadvantaged school participating in the program in San Francisco and New York.

2.2 400 students in 80 preschool classes from 47 different centers.

2.3 Teacher randomly assigned a 10-week curriculum.

2.4 Activities ranged from viewing public broadcasting shows to playing Web-based computer games and participating in hands-on activities.

3 Comparison between those children who participated in the literacy curriculum vs. the comparison group.

3.1 Letter Naming

3.1.1 Increase from 15.8 letter that could be named pre-test to 21.2 on the post-curriculum evaluation.

3.1.2 Increase from 13.6 to 16.8 in the comparison group.

3.2 Letter Sounds

3.2.1 Increase from 5.8 to 10 letter sounds known on the post-curriculum evaluation.

3.2.2 Increase from 5.9 to 6.3 for the comparison curriculum.

3.3 Story and Print Concepts

3.3.1 Increase from a score of 9.7 to 10.8 for children in the literacy curriculum.

3.3.2 Increase from 9.1 to 9.5 for the comparison curriculum.

3.4 Knowledge for Letters in Name

3.4.1 Increase from 2.4 to 2.7 letters known for students under the literacy curriculum.

3.4.2 Increase from 2.3 to 2.5 for the comparison curriculum.

<http://thejournal.com/articles/2009/10/14/study-games-video-improve-preschooler-literacy.aspx?sc_lang=en>